MEET YOUR NEXT TOP EARNER

ELIMINATOR

Players battle each other while Eliminator gains energy

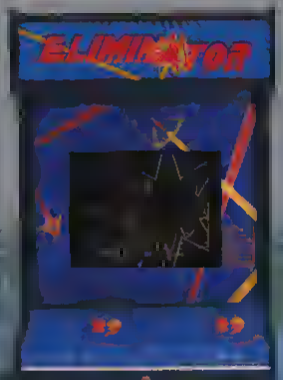
Player ships positioned to shoot through tunnel leading to Eliminator.

A well-aimed shot through the tunnel explodes the Eliminator Base

Make room for Eliminator™. Eliminator is the hot new game from Sega/Gremlin that's already climbing to the top of many earning reports. You can't afford to be without it.

Available today in the upright and cocktail cabinet. Eliminator combines all the elements of a great game. The brilliant ColorBeam™ screen display and bigger than life sound effects grab player's attention. Then Eliminator's unique game play keeps them coming back for more.

It's unique because the 2 player mode features simultaneous play triggering fierce competition between players.



And remember Eliminator is a ColorBeam Convert a Game™ which can later be converted to a brand new top earning game at a substantial savings. Convert a Games cost the same or less than other color X Y nonconvertible games, so you save on a good investment. See your authorized Sega/Gremlin distributor for conversion details.

Convert

SEGA / Gremlin

EASY MONEY

ELIMINATOR

Eliminator™ is a brand new concept in game design and game play features, and is engineered with Sega/Gremlin's advanced ColorBeam™ monitor system which adds another new dimension to game play.

The game features three playing modes: 1) the single player mode pits one player against the game computer, 2) the dual player mode allows two players to SIMULTANEOUSLY play against the computer, and 3) the dual/single mode permits the winning player in a two-player game to continue to play against the computer.

The objectives of the game are to force an opposing player's spaceship, computer controlled fighters and the Eliminator into the Eliminator Base where they are destroyed — and then destroy the Eliminator Base itself.

Game action revolves around the Eliminator Base — a large spheroid which floats at random about the video screen. The Eliminator Base is invulnerable to attack except through a narrow tunnel which leads to its core. During game play the Eliminator, a lethal enemy craft emerges from its base to attack players' spaceships.

A player ship can destroy the Eliminator before it leaves its base by firing an energy bolt directly down the tunnel. Higher scores can be earned by destroying the Eliminator Base in the same manner after the Eliminator Ship has emerged from its base. Either way, the base is destroyed in a spectacular explosion of sound and color — the round is ended and another more difficult round begins.

Dimensions:
Upright: 71¼" high, 29 7/8" deep, 25 15/16" wide
330 lbs.
Cocktail: 25 1/8" high, 23 15/16" deep, 35" wide
65 lbs.

Protected from energy bolts, Eliminator leaves the Base.

Destroy your opponent's ship by bouncing it into the Eliminator Base.

Once outside the base, the Eliminator attacks player spaceships and attempts to destroy them by collision or by firing terrifying fireballs. A player's ship can fire energy bolts at the Eliminator and at the opposing player's ship in dual player mode. These bolts themselves do not destroy. They change the course of any craft they strike and provide a push proportional to their energy level.

To speed up action, energy bolts can be rapid fired. But be advised that only one bolt from a player's ship can appear on the screen at a time, and that those long shots and big pushes require more time for energy build up. Therefore, energy management is essential to strategic play.

Each time an Eliminator base is destroyed, it is replaced by a new, faster moving base. Each time an Eliminator Ship is destroyed, its replacement forms more quickly at the core of the base.

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